

STACK MAP
LEGEND 190

"0" = INTEGER
"1" = OBJECT

FIG. 1

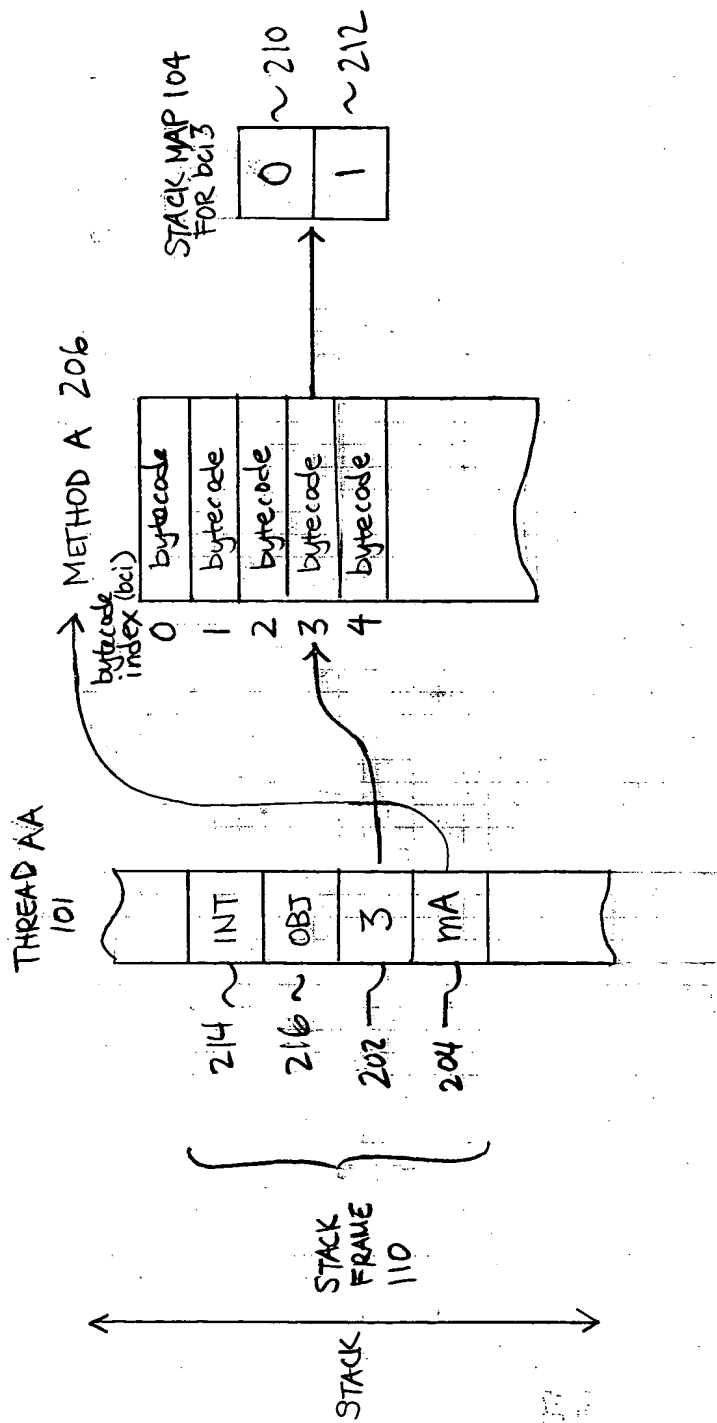


FIG. 2

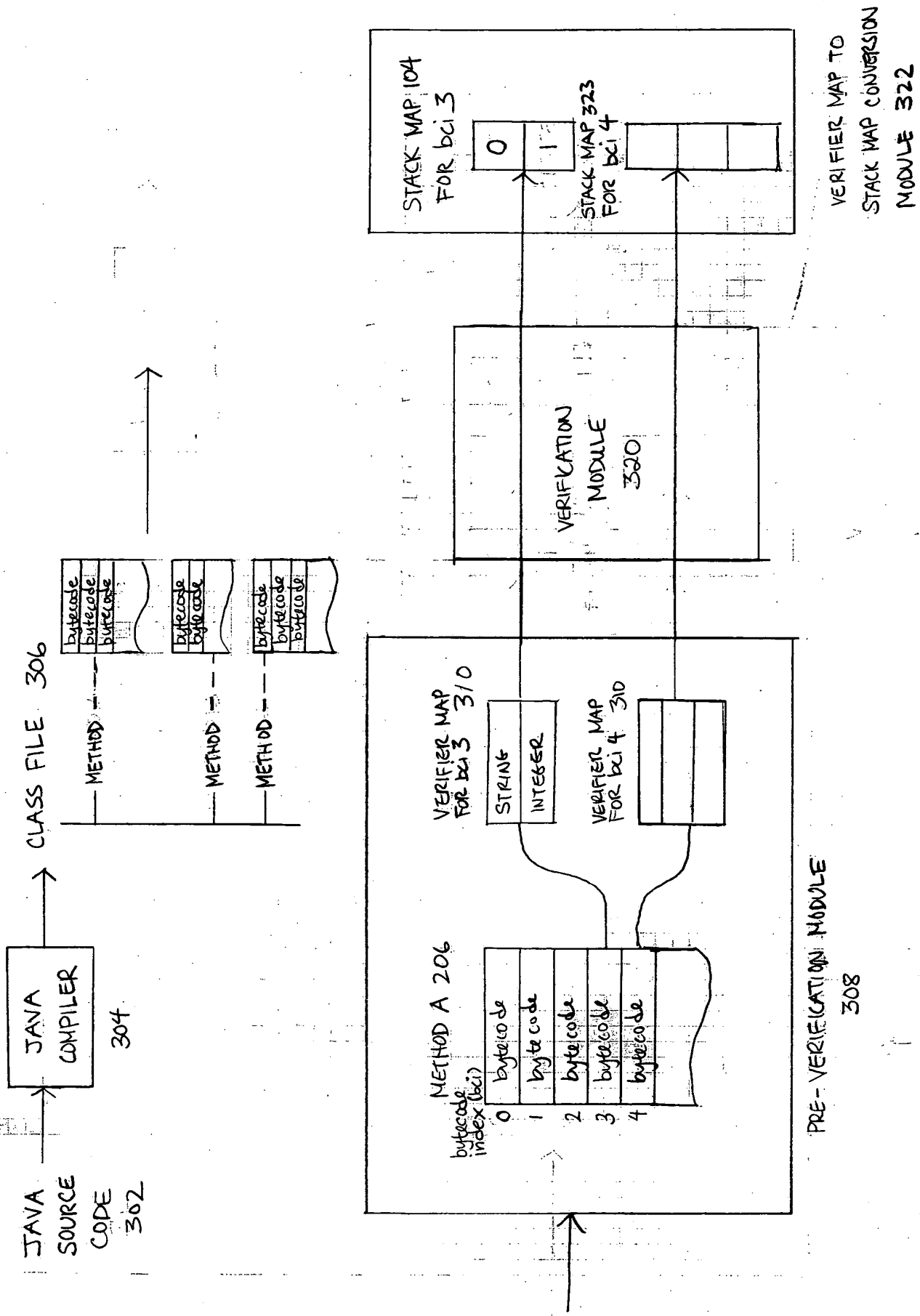


FIG. 3

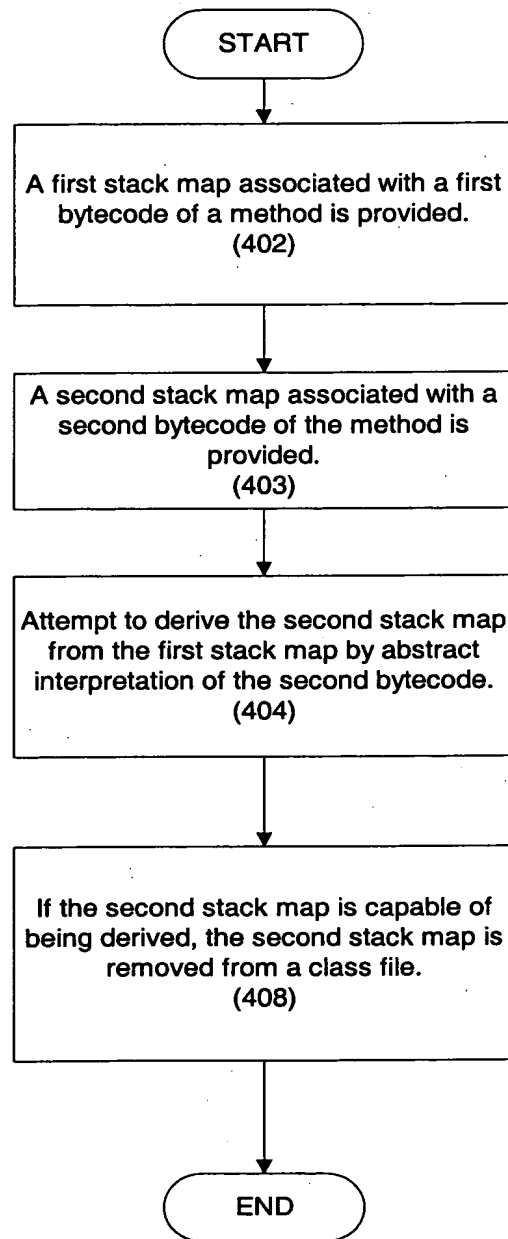


FIG. 4

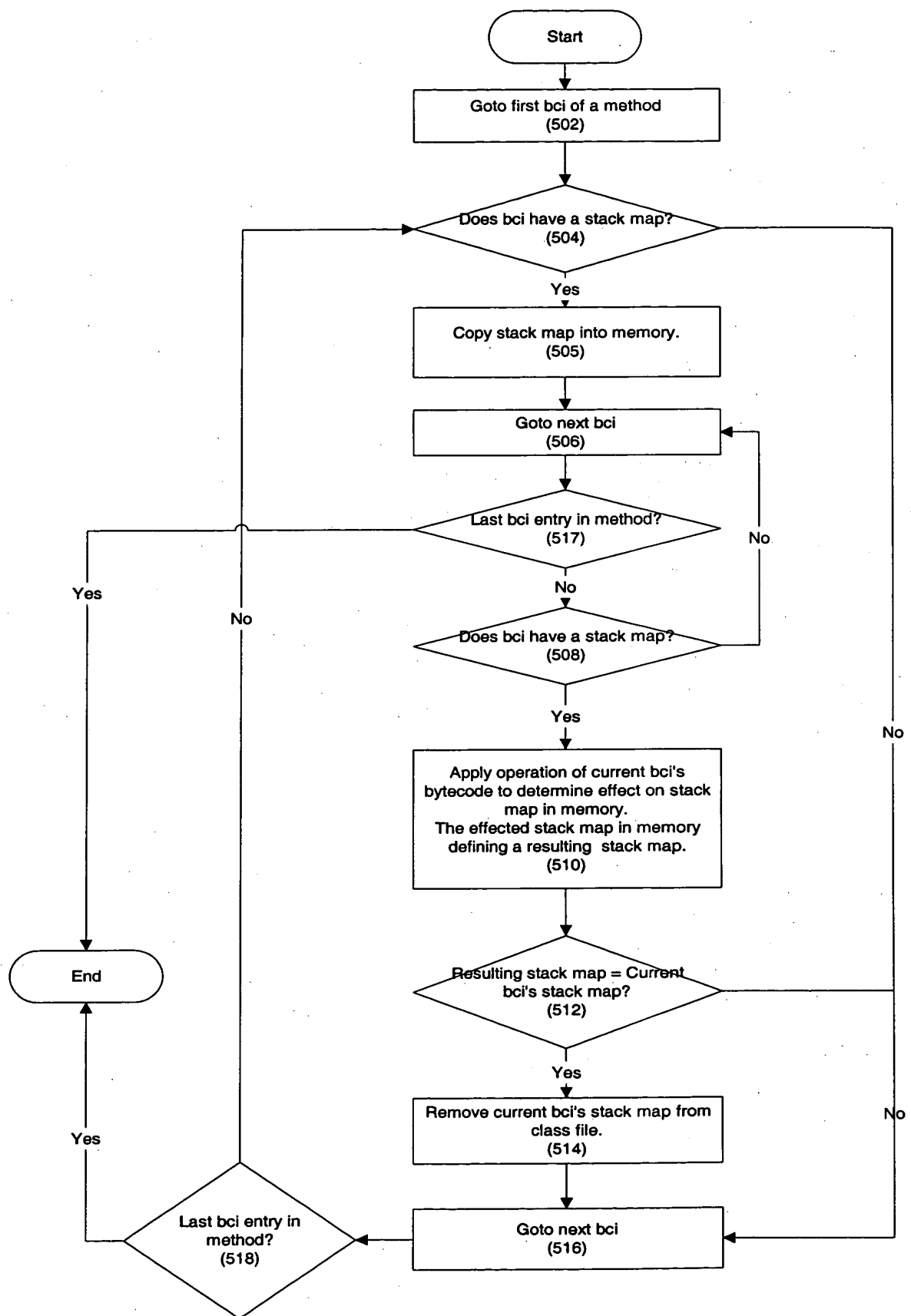


Fig. 5

THREAD AA
101

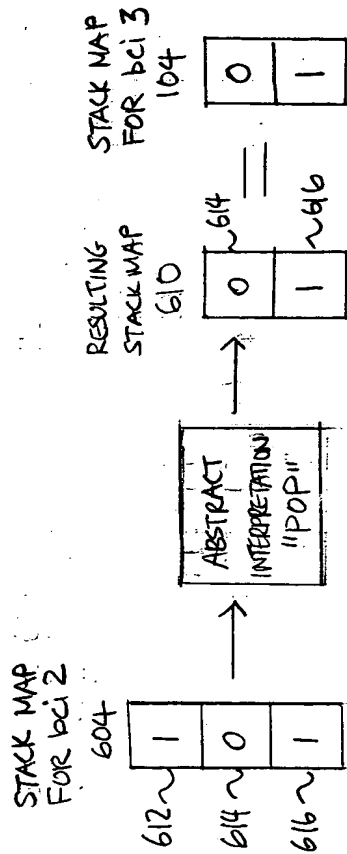
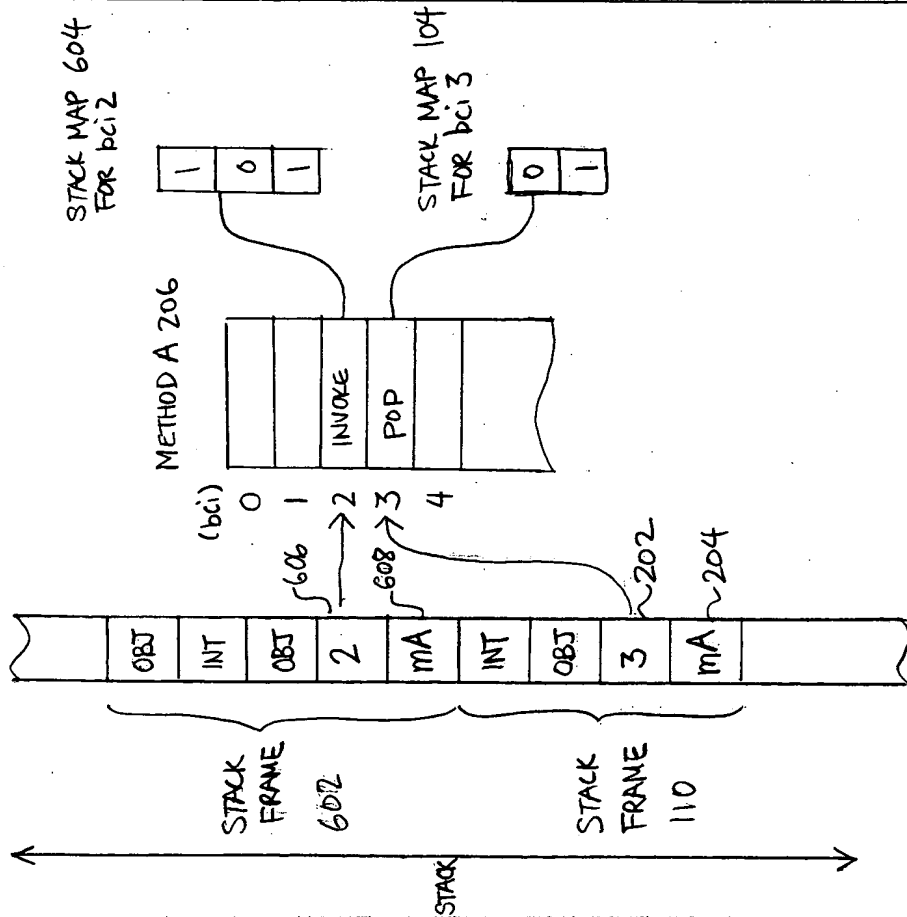


FIG. 6A

FIG. 6B